



Educational Institutions

If a character attends an educational institution, the specific name of the institution should be recorded as well as the skills and degrees received. These tables provide a fast, concise system for naming educational institutions.

Educational Institutions

For each school attended, roll to determine the school name and record it on the Character Card. For those who care to compare the schools they attended, roll and record Rank for each school.

- <City> City name.
- <Province> Province name.
- <Random> Random number (4D)
- <Brand Name> Commercial name.
- <Company> Corporate name.
- <Skill> The skill or major being learned.
- <World> World name.
- <Surname> Name of a famous person.
- <Color> Name of a color.
- <Government> Typically = Imperial.
- <Subgovernment> Typically = Sector or Subsector.
- <Type> Naval or Military (for Academies)

University

Flux	School Name	Rank= 3D
- 5	<World> University	
- 4	<Company> University	
- 3	<Surname> University	
- 2	<World> <Surname> University	
- 1	University of <World>	
0	Imperial University of <World>	
+1	All- <World> University	
+2	<Color> Faculty of the <World> Institute	
+3	<Surname> Institute	
+4	The <Color> Institute	
+5	<World> Orbital University	

ED5

Flux	School Name	Rank= inconsequential
- 5	<City> Municipal Education System	
- 4	<City> City Schools	
- 3	<City> Consolidated School District <Random>	
- 2	<City> Charter Schools	
- 1	<City> Independent School System <Random>	
0	<City> School System	
+1	<Province> Peoples Pedagogical Institute	
+2	<Province> Provincial Schools	
+3	<Province> Academy	
+4	<Province> Alternative Schools	
+5	<Province> Regional Education System	

Medical School

Flux	School Name	Rank = 2D
- 5	<World> University Medical School	
- 4	<Company> University Medical School	
- 3	<Surname> University Medical School	
- 2	<World> <Surname> University Medical School	
- 1	University of <World> Medical School	
0	University of <World> Medical School	
+1	All- <World> University Medical Specialty Course	
+2	<World> Institute Online Medical Systems	
+3	<Surname> Institute School of Medicine	
+4	The <Color> Institute School of the Medical Arts	
+5	<World> Orbital University College of Medicine	

Trade Schools

Flux	School Name	Rank= inconsequential
- 5	<Brand Name> Trade School	
- 4	<Company> School of <Skill>	
- 3	Institute of <Skill>	
- 2	<Brand Name> School of the <Skill> Arts	
- 1	<Company> Institute of <Skill>	
0	Standardized <Skill> Qualification Program	
+1	<Skill> Instruction Course	
+2	<Skill> Instruction Program	
+3	<Skill> Correspondence Course	
+4	<Skill> Career School	
+5	Certified <Skill> Course	

Law School

Flux	School Name	Rank = 2D
- 5	<World> University Law School	
- 4	<Company> University Law School	
- 3	<Surname> University Law School	
- 2	<World> <Surname> University Law School	
- 1	University of <World> Law School	
0	University of <World> Law School	
+1	All- <World> University Legal Specialty Course	
+2	<World> Institute Online Legal Instruction	
+3	<Surname> Institute School of Law	
+4	The <Color> Institute School of the Legal Arts	
+5	<World> Orbital University College of Law	

College

Flux	School Name	Rank = 2D
- 5	<City> College	
- 4	<Province> College	
- 3	College of <World>	
- 2	<City> City College	
- 1	<Province> Provincial College	
0	<World> College	
+1	All-<World> College of <Skill>	
+2	<Province> College of <Skill>	
+3	Peoples College of <Skill> (<World> Campus)	
+4	<Province> <Skill> College	
+5	<World> College (<Skill>)	

Naval / Military Academy

Flux	School Name	Rank = 1D
- 5	<Government> <Type> Academy (<World>)	
- 4	<Subdivision> <Type> Academy (<World>)	
- 3	<World> <Type> Academy	
- 2	<Subdivision> Reserve <Type> Academy	
-- 1	<Government> Reserve <Type> Academy	
0	<World> NA	
+1	<Government> <Type> Training Institute at <World>	
+2	<Subdivision> <Type> Training Institute at <World>	
+3	People's <Type> Academy at <World>	
+4	All-System Faculty for <Type> Instruction, (<World>)	
+5	Online <Type> Instruction Directorate	





Changing Careers

A player may want to pursue more than one career in order to broaden his base of skills and abilities. Under some limited circumstances, a character may change to a new career.

Changing Careers

CHANGING CAREERS

A character may, within limits, change from the current career to a new career.

Only one career change may be attempted in a Term.

The chart indicates which career changes are possible. If the qualifications are met, the character may attempt to enlist or join the new career. If the enlistment is successful, the career change is automatic as of the beginning of the next term.

Failure in the enlistment attempt does not affect the current career; the character may continue in the current career.

A character may not change back to a previous career (except through Army Navy Marines Reserves).

Current Career	Intended New Career													Current Career
	1	2	3	4	5	6	7	8	9	10	11	12	13	
	Citizen	Scholar	Entertainer	Craftsman	Scout	Merchant	Spacer	Soldier	Agent	Rogue	Noble	Marine	Functionary	
Citizen	Same	2	3	4	5	6	7	8	No	No	11	12	13	Citizen
Scholar	1	Same	3	4	5	No	7	8	No	10	11	12	13-a	Scholar
Entertainer	1	2	Same	4	No	No	7	8	No	No	11	12	13-b	Entertainer
Craftsman	1	2	3	Same	No	No	7	8	No	10	11	12	13	Craftsman
Scout	1	2	3	4	Same	No	7	8	No	10	11	12	13-d	Scout
Merchant	1	2	3	4	5	Same	7	8	No	10	11	12	13-e	Merchant
Spacer	1	2	3	4	No	No	Same	No	No	10	11	No	13-f	Naval
Soldier	1	2	3	4	No	No	No	Same	No	10	11	No	13-g	Soldier
Agent	1	2	3	4	No	No	7	8	Same	10	11	12	13-h	Agent
Rogue	1	2	3	4	No	No	7	8	9	Same	11	12	13	Rogue
Noble	No	No	No	No	No	No	No	No	No	No	Same	No	No	Noble
Marine	1	2	3	4	No	No	No	No	No	10	11	Same	13-k	Marine
Functionary	1	2	3	4	No	No	7	8	No	No	11	12	Same	Functionary

Requirements. Any requirement (skill, characteristic) is a minimum; a higher level also qualifies.

1. Citizen. Becoming a citizen is automatic if the character has no rank in the current career.

2. Scholar. Anyone (except a Noble) with Edu-10 and Major-8 may become a Scholar. Scout may substitute two Discoveries for Major-8. Entertainer or Craftsman may substitute Fame-12 for Major-8. If Major is a military or naval skill, the Scholar is associated with an Academy.

3. Entertainer. Anyone with any Fine Art-6 may become an Entertainer. Roll for Talent before deciding.

4. Craftsman. Anyone with Craftsman-1 and any two Skill-6 may become a Craftsman.

5. Scout. A Citizen, Scholar, or Merchant may become a Scout.

6. Merchant. A Citizen may become a Merchant.

7. Naval Reserves. If a character holds Naval reserve rank, he may change to that service (and go on active duty).

8. Army Reserves. If a character holds Army reserve rank, he may change to that service (and go on active duty).

9. Agent. A Rogue may decide to go straight and become an Agent.

10. Rogue. Many careers can decide to go Rogue (often prefixing Rogue to their former career).

11. Noble. Anyone with Soc-10 may change to Noble. Nobles may not change careers.

12. Marine Reserves. If a character holds Marine reserve rank, he may change to that service (and go on active duty).

13. Functionary. A character with Admin-6 may change to Functionary (associated with any career in which the character has previously served).

13-a. Scholar Functionary. A character with Admin-6 and Edu-10 can become a Scholar Functionary.

13-b. Entertainer Functionary. A character with Admin-6 and Fine Art-6 can become an Entertainer Functionary.

13-d. Scout Functionary. A Scout character disabled in his current career may change to Functionary.

13-e. Merchant Functionary. A Merchant character disabled in his current career may change to Functionary.


13-f. Naval Functionary. A Naval character disabled in his current career may change to Functionary.

13-g. Army Functionary. An Army character disabled in his current career may change to Functionary.

13-h. Agent Functionary. An Agent character disabled in his current career may change to Functionary.

13-k. Marine Functionary. A Marine character disabled in his current career may change to Functionary.



	<h1 style="margin: 0;">Aging</h1> <p style="margin: 0;">Characters naturally grow old and as they do they experience the effects of Aging.</p>	<h1 style="margin: 0;">Aging</h1>
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THE AGING PROCESS

Aging affects the character's physical and mental characteristics, ultimately reducing them to zero and resulting in death. Characters are immune to Aging for roughly the first half of their lives. Once Aging begins, it occurs every term on the character's birthday and may result in a reduction in individual characteristics.

NORMAL AGING

Physical aging affects all of the Physical Characteristics. Mental Aging affects some of the Mental Characteristics.

Human Physical Aging affects Strength, Dexterity, and Endurance. It begins at age 34 (the beginning of Life Stage 5- Peak) and is resolved as an Aging Check.

Human Mental Aging affects Intelligence. It begins at age 66 (the beginning of Life Stage 9- Retirement) and is resolved as an Aging Check.

Sophont Physical Aging affects the Physical Characteristics C1 Strength, C2 Dexterity Agility Grace, and C3 Endurance Stamina Vigor. It begins at the beginning of Life Stage 5- Peak) and is resolved as an Aging Check.

Sophont Mental Aging affects Intelligence and Instinct (if present). It begins at the start of Life Stage 9- Retirement and is resolved as an Aging Check.

THE AGING CHECK

The Aging Check determines if a characteristic is reduced by aging.

Every Four Years. The Aging Check is resolved every four years on the character's birthday. The Crisis is rolled for each applicable Characteristic.

To Feel Age Effects (The Aging Check)

2D < Life Stage

Success inflicts the effects of age on the character. (A character wants to FAIL this action).

If the Aging Check imposes an effect, the characteristic is reduced -1.

If one Characteristic is reduced to 0, it is reset to 1.

If two Characteristics are reduced to 0, the character suffers a major illness and must spend four weeks in rest and recuperation. The two characteristics are each reset to 1.

If three Characteristics are reduced to 0, the character suffers an extremely major illness and must spend four months in rest and recuperation. The three characteristics are each reset to 1. The second time three characteristics are reduced to 0, the character dies.

CLONE AGING

Forced Growth Cloning (Relicts, Guests, and Meds) accelerates the aging pattern of the individual: Physical Aging begins at Life Stage 4 (one stage earlier than the original sophont); mental aging begins at Life Stage 8 (also one stage earlier than the original sophont).

Natural and Offspring clones are not subject to accelerated clone aging, and they age normally.

LIFE STAGES

Every character passes through a series of Life Stages from infancy to old age. Each Life Stage (after Infancy) is two terms (8 years) in length. (This may differ for non-humans).

These stages include:

0. Infant. A helpless infant under the care of an adult member of the family. All races have an approximately 2-year-long infancy.

1. Child. An immature member of a family receiving basic education.

2. Teen. A gender mature individual not yet fully responsible in society. The first two years of this Life Stage are the period of Gender maturity. Cadet characters are generated and begin play at the beginning of year 3 of Teen. (=12 for Humans).

3. Young Adult. A physically mature individual with full responsibilities in society. Traditional character generation begins at the start of Young Adult (=18 for Humans).

4. Adult. A full member of society.

5. Peak. An individual at the height of physical and mental abilities. Physical aging begins at the start of Peak.

6. Mid-Life. An individual approximately half way through a typical life span.

7. Senior. An experienced individual.

8. Elder. An individual at the greatest levels of personal achievement.

9. Retirement. An individual is living on the fruits of his prior labors. Mental aging begins at the start of Retirement (= 66 for Humans).

THE STAGES OF LIFE

No	Life Stage	Human Years	Terms
0	Infancy	0- 1	1/2
1	Childhood	2- 9	2
2	Adolescence	10-17	2
3	Young Adult	18-25	2
4	Adult	26-33	2
5	Peak	34-41	2
6	Mid-Life	42-49	2
7	Senior	50-57	2
8	Elder	58-65	2
9	Retirement	66-71	2

Traditional Lifespan is the sum of the lengths of the Life Stages. For example, Humans have a 2-year infancy and nine stages of 8 years each. The traditional lifespan for humans is 74 years (although certainly some may live longer, and some may live shorter lives).





Fame and Recognition

Fame is an indication of the reputation or renown of a character. Fame is more than simple rank or position; it is the character's widespread presence in the minds of others.

Fame

FAME

Fame is the degree of recognition or respect which society in general (or specific subdivisions of society such as the military) holds for an individual. Fame is not a **guarantee** of instant recognition; it is the likelihood that a search of documents or databanks will return information about the individual (and fame may reflect infamy or notoriety).

Expressing Fame. Fame is stated in levels noted as Fame-<level>. A world famous entertainer has Fame-9. A Fame-9 entertainer probably has name recognition anywhere on the world on which he performs.

CALCULATING FAME

The current level of Fame for an individual is based on a variety of accomplishments

Armed Forces

Army Officer Rank
Marine Officer Rank
Navy Officer Rank
Enlisted Rank has no value.

Military Decorations

Wound Badge x 1
MCUF x 1
MCG x 3
SEH x 8
SEH x10

Nobles

Base Fame from Chargin

Other Sources

Scholar Rank
Scholar Publications x 1
Scholar Award Winning Pubs x 3
Craftsman Masterpieces x 3
Scout Discoveries x 4
Merchant Rank
Merchant Ship Owner = 1D
Agent Commendations points
Rogue Successful Schemes x 2
Rogue Failed Schemes x 3
If NO other eligibility, 1D

xN = N Fame points per occurrence.

For example, Rogue receives 3 point per Failed Scheme.

The Fame Flux Event.

Any character may choose (once during Character Generation or after adventuring begins) to add Flux to Fame.

FAME	
F	Description
0	Unknown
1	Mother
2	Close Family
3	Family
4	Neighborhood
5	Town
6	City
7	Urban
8	Regional
9	Continental
10	World
11	World Complex
12	World System
13	Inner System
14	Outer System
15	Remote System
16	Neighbor Systems
17	Several Systems
18	Many Systems
19	Subsector
20	Sector
21	Sectors
22	Domain
23	Domains
24	Empire
25	Beyond Empire
26	Several Empires
27	This Spiral Arm
28	Many Spiral Arms
29	The Galaxy
30	Several Galaxies
31	Many Galaxies

Entertainer Fame is calculated using the Entertainer Fame process.

MEDALS

Receipt of a Medal is determined by the Risk and Reward Rolls for Army, Navy, or Marines. If the Reward Roll Succeeds, subtract the Reward Roll from the Controlling Characteristic (ignore any Mods) and consult the Medals Table.

MEDALS TABLE	
C-R	Medal
1	MCUF
2	Meritorious Conduct Under Fire.
3	Operations against an enemy.
4	MCG
5	Medal for Conspicuous Gallantry.
6	Bravery against an enemy.
7	SEH
8	Starburst for Extreme Heroism.
9	Extraordinary courage against an enemy
10	*SEH*
11	SEH With Diamonds.
12+	Superhuman courage.

*C-R =the Controlling Characteristic (without Mods) minus the Reward Die Roll (for Navy, Army, or Marines).

COMMENDATIONS

Receipt of a Commendation is determined by the Risk and Reward Rolls for Agents. If the Reward Roll Succeeds, the subtract Reward Roll from the Controlling Characteristic (ignore any Mods) and record the Commendation in the format shown on the Commendation Table.

COMMENDATIONS		
<Service>	Commendation-	N

*C-R =the Controlling Characteristic (without Mods) minus the Reward Die Roll (for Agents).

Wound Badges. If the Army, Navy, or Marines Risk Roll fails, the character is wounded and receives a Wound Badge (WB). A number after the WB indicates the number of times it has been received.

CHARACTER FAME EXAMPLES

Scholar Professor of Physics (Rank5). Three Publications (one is Award Winning). National Treasure Craftsman. Six perfect Masterpieces. Scout. Two Discoveries.

Fame = 5 + 3 + 3 = 11 =World Complex.
Fame = 6 * 3 = 18 = Many Systems.
Fame = 2 x 4 = 8 - Regional.





Land Grants

Nobles receive Land Grants on the worlds on which they hold fiefs. Each Hex generates a standard profit equal to Cr10,000 per Trade Classification per year (a Hex with no TC generates Cr5,000 annually).

Land Grants

AWARDING OF LAND GRANTS

Land Grants are awarded to Explorer-Discoverers and to Nobles.

Noble Land Grants. The Imperium creates a Fief and an associated Land Grant whenever a Noble is created. There is a distinct Land Grant for each Noble rank.

Discoverer Land Grants. The Imperium makes a Land Grant to the discoverer of a new world (or of a new major feature on an existing world). The Imperium pays the Discoverer standard fees in lieu of actual possession. The holder of a Discovery Land Grant can travel to the world and take possession of the actual land and develop it.

IMPERIAL FIEFS

Nobles of the Imperium receive, as part of their grant of title and rank, Noble Lands: Land Grants expressed as hexes on world geodesic maps.

The first hex in any grant is on the noble's homeworld. All subsequent hexes are randomly allocated. For each hex on a mainworld, a noble is also allowed one hex on a non-mainworld in the same system.

The Imperium prefers grants to worlds with high potential for development: those with Atmos 2-9, Hydrographics 4-8 (which means that with proper development the world can become Ind, Ri, or Ag).

NOBLE LAND GRANTS

Noble Rank	Soc	Hexes	Non-MW	Where?	Preferred World
Gentleman	A	--	1	any	any
Knight	B	1	1	homeworld.	any
Baronet	c	2	2	same system	Pre-Ag or Pre-Ri
Baron	C	4	4	same system.	Ag or Ri
Marquis	D	8	8	same subsector	Pre-Ind
Viscount	e	16	16	same subsector	Pre-Hi
Count	E	32	32	same sector	Hi
Duke	f	64	64	same sector	Ind
Duke	F	128	128	same sector	any
Archduke	G	256	256	same domain	any

Each Hex generates a profit equal to Cr10,000 per Trade Classification per year. A Hex with no TC generates Cr5,000 annually.

Noble Land Grants are cumulative. Each title confers its own Land Grant.

Discoverer Land Grants. The Imperium makes a Land Grant to the discoverer of a new world (or of a new major feature on an existing world). The Imperium pays the Discoverer standard fees in lieu of actual possession.

Within the Imperium, the Land Grant operates much like a Noble grant. Outside the Imperium, the Land Grant can be actualized only if and when the world is admitted to the Imperium, or when it attains client-state status.

The holder of a Discovery Land Grant can travel to the world and (attempt to) take possession of the actual land and develop it.

Many such grants have been made, and have lain in safe deposit boxes for generations, waiting for the time when the world enters the Imperium.



THE IMPERIAL CALENDAR

Holiday	Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday	Wonday	Tuday	Thirday	Forday	Fiday	Sixday	Senday
1 Holiday	2	3	4	5	6	7	8	9 School Year Starts	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29
	30	31	32	33	34	35	36	37	38	39	40	41	42	43
	44	45	46	47	48	49	50	51	52	53	54	55	56	57
	58	59	60	61	62	63	64	65	66	67	68	69	70	71
	72	73	74	75	76	77	78	79	80	81	82	83	84	85
	86	87	88	89	90 Armed Forces Day	91	92	93	94	95	96	97	98	99
	100	101	102	103	104	105	106	107	108	109	110	111	112	113
	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	128	129	130	131	132	133	134	135	136	137	138	139	140	141
	142	143	144	145	146	147	148	149	150	151	152	153	154	155
	156	157	158	159	160	161	162	163	164	165	166	167	168	169
	170	171	172	173	174	175	176	177	178	179	180 Mid Year Break	181	182	183
	184	185	186	187	188	189	190	191	192	193	194	195	196	197
	198	199	200	201	202	203	204	205	206	207	208	209	210	211
	212	213	214	215	216	217	218	219	220	221	222	223	224	225
	226	227	228	229	230	231	232	233	234	235	236	237	238	239
	240	241	242	243	244	245	246	247	248	249	250	251	252	253
	254	255	256	257	258	259	260	261	262	263	264	265	266	267
	268	269	270	271 Day of Thanks	272	273	274	275	276	277	278	279	280	281
	282	283	284	285	286	287	288	289	290	291	292	293	294	295
	296	297	298	299	300	301	302	303	304	305	306	307	308	309
	310	311	312	313	314	315	316	317	318	319	320	321	322	323
	324	325	326	327	328 Graduation	329	330	331	332	333	334	335	336	337
	338	339	340	341	342	343	344	345	346	347	348	349	350	351
	352	353	354	355	356	357	358	359 Year End Break	360	361	362	363	364	365 New Year's Eve

The **Imperial Calendar** numbers the days of each year from 1 to 365 (matching both the Sylean and the Terran standard). Imperial holidays and important dates are marked; additional holidays may be added by local authorities.



Character Birthdate

Every character has a birthdate, which is used to track chronological age, to help produce an understanding of the passage of time, and as a trigger to acquiring experience.

Birthdays

Every Character has a birthdate: the historical date on which he or she or it was born.

- Noted on the Imperial Calendar.
- Defines Age.
- Governs Experience.
- Computes Chronological Age.

THE CURRENT DATE

The current date for a campaign is established by the Referee.

Suggested dates for campaigns within the Imperium are:

- The Golden Age 001-1105
- The Psionic Suppressions 001- 870
- The Civil War 001- 550
- First Survey 001- 200
- Dawn of the Imperium 001- 001

- The New Era 001-1248

Time for a campaign is recorded on the Imperial Calendar.

COMPUTING BIRTHDATES

Each character computes his or her birthdate by subtracting Age from the current year.

The birthday of the year is determined randomly from the Birthday Chart.

Alternative Birthdate

Determination. Use the Player's Birth Date to determine the day of the year for the Character's Birthdate.

BIRTH DATE

D	D	1D= 1-2-3						1D= 4-5-6					
		1	2	3	4	5	6	1	2	3	4	5	6
1	1	1	37	73	109	145	RR	181	217	253	289	325	361
1	2	2	38	74	110	146	RR	182	218	254	290	326	361
1	3	3	39	75	111	147	RR	183	219	255	291	327	363
1	4	4	40	76	112	148	RR	184	220	256	292	328	364
1	5	5	41	77	113	149	RR	185	221	257	293	329	365
1	6	6	42	78	114	150	RR	186	222	258	294	330	RR
2	1	7	43	79	115	151	RR	187	223	259	295	331	RR
2	2	8	44	80	116	152	RR	188	224	260	296	332	RR
2	3	9	45	81	117	153	RR	189	225	261	297	333	RR
2	4	10	46	82	118	154	RR	190	226	262	298	334	RR
2	5	11	47	83	119	155	RR	191	227	263	299	335	RR
2	6	12	48	84	120	156	RR	192	228	264	300	336	RR
3	1	13	49	85	121	157	RR	193	229	265	301	337	RR
3	2	14	50	86	122	158	RR	194	230	266	302	338	RR
3	3	15	51	87	123	159	RR	195	231	267	303	339	RR
3	4	16	52	88	124	160	RR	196	232	268	304	340	RR
3	5	17	53	89	125	161	RR	197	233	269	305	341	RR
3	6	18	54	90	126	162	RR	198	234	270	306	342	RR
4	1	19	55	91	127	163	RR	199	235	271	307	343	RR
4	2	20	56	92	128	164	RR	200	236	272	308	344	RR
4	3	21	57	93	129	165	RR	201	237	273	309	345	RR
4	4	22	58	94	130	166	RR	202	238	274	310	346	RR
4	5	23	59	95	131	167	RR	203	239	275	311	347	RR
4	6	24	60	96	132	168	RR	204	240	276	312	348	RR
5	1	25	61	97	133	169	RR	205	241	277	313	349	RR
5	2	26	62	98	134	170	RR	206	242	278	314	350	RR
5	3	27	63	99	135	171	RR	207	243	279	315	351	RR
5	4	28	64	100	136	172	RR	208	244	280	316	352	RR
5	5	29	65	101	137	173	RR	209	245	281	317	353	RR
5	6	30	66	102	138	174	RR	210	246	282	318	354	RR
6	1	31	67	103	139	175	RR	211	247	283	319	355	RR
6	2	32	68	104	140	176	RR	212	248	284	320	356	RR
6	3	33	69	105	141	177	RR	213	249	285	321	357	RR
6	4	34	70	106	142	178	RR	214	250	286	322	358	RR
6	5	35	71	107	143	179	RR	215	251	287	323	359	RR
6	6	36	72	108	144	180	RR	216	252	288	324	360	RR

Roll to determine the specific date of the year.





Life Events

Add depth to any character by creating the name of the military unit with which he served, the name of the important battles he participated in, or important events.

App 2a Life Events

Players should enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles should create the name of any intrigues in which they are involved.

<City>	City name.
<Gas Giant>	Gas Giant Name.
<Letters>	Any two or three alphabetics.
<Number 1-digit>	1-digit Number.
<Number 2-digit>	2-digit Number.
<Number 3-digit>	3-digit Number.
<Number 4-digit>	4-digit Number.
<Province>	Province name.
<Satellite>	Satellite Name.
<Star>	Star Name.
<Surname>	Personal Surname.
<World>	World Name.
<Element>	Chemical Element Name

ROLL TWICE

When using a twice: once on each column, to create the appropriate descriptor.

Army / Navy / Marines. Create a military unit name (appropriate for his branch assignment) for an Army or Marine character. A reservist should create a separate Reserve unit.

Create a naval unit name for a Navy character. A reservist should create a separate Reserve unit.

Create one Battle name for each Service Ribbon.

Nobles. Create a name for each Intrigue for a Noble.

Army or Marine Units

Flux	Designation	Type
-5	Joint	Lift Infantry Regiment
-4	<Province>	Grav Tank Regiment
-3	<City>	Ortillery Regiment
-2	<Number 1-digit>	Artillery Regiment
-1	<Number 3-digit>	Lift Cavalry Squadron
0	<Number 4-digit>	Armored Infantry Regiment
+1	<World>	PKF [Peace Keeping Force]
+2	<Number 2-digit>	Admin Battalion
+3	<City>	Support Battalion
+4	<Province>	Transportation Battalion
+5	Special	Rifle Battalion

Navy Units

Flux	Designation	Type
-5	<Number 1-digit> Joint	Battle Squadron
-4	<Star>	Fleet Headquarters
-3	<World>	Cruiser Squadron
-2	<Number 1-digit>	Escort Squadron
-1	<Number 3-digit>	System Defense Wing
0	<Number 4-digit>	Ortillery Squadron
+1	<Number 2-digit> Reserve	Fighter Wing
+2	<Number 2-digit>	Attack Squadron
+3	<City>	Defense Squadron
+4	<Province>	Support Squadron
+5	Special	Long Range Squadron

Army or Marine Service Battles

Flux	Name	Location
-5	The Campaign (on/in)	<World>
-4	The Bloody Campaign (on/in)	<City>
-3	The Retreat from	<Province>
-2	The Assault (on/in)	<World>
-1	The Defense of	<Star>
0	The Trench War at	<Province>
+1	The Undeclared War at	<World>
+2	The Guerrilla Operations (on/in)	<City>
+3	The Mistake at	<Gas Giant>
+4	The Final Victory at	<World>
+5	The Battle of	<City>

Navy Service Battles

Flux	Name	Location
-5	The Scrubbing of <World>	<World>
-4	The Bombardments at	<Star>
-3	The Ortillery Campaign at	<Satellite>
-2	The Skirmishes at	<Gas Giant>
-1	The Pursuits at	<Star>
0	The Battle of	<Satellite>
+1	The Relief of	<World>
+2	The Quarantine of	<Star>
+3	The Siege of	<Satellite>
+4	The Disaster at	<World>
+5	The Sieges of	<Gas Giant>

Merchant Companies

Flux	Designation	Type
-5	< > Express	<Surname>
-4	< > Factors	<World>
-3	<World>-<World> Lines	<Satellite>
-2	< > Agency	<Star>
-1	< > Lines	<Letters>
0	< > Shipping	<Surname>
+1	< > Transporters	<World>
+2	< > Lines	<Satellite>
+3	<Surname> and Sibs	<Star>
+4	< > Trading	<Letters>
+5	< > Orbital Express	<Surname>

Noble Intrigues

Flux	Event	Descriptor
-5	The < > Affair	<Element>
-4	The < > Scandal	<World>
-3	The < > Ring	<Satellite>
-2	The Judgment Against <Surname>	<Star>
-1	The Exile to <World>	<Letters>
0	The < > Commission	<Surname>
+1	<Surname>'s Palace	<World>
+2	<Surname>'s Return	<Satellite>
+3	<Surname>'s Misconduct	<Star>
+4	<Surname>'s Secret Exile	<Letters>
+5	The Assassination of <Surname>	<Surname>





More Life Events

Add depth to any character by creating the name of the military unit with which he served, the name of the important battles he participated in, or important events.

App 2b Life Events

<City>	City name.
<Gas Giant>	Gas Giant Name.
<Letters>	Any two or three alphabetics.
<MegaCorp>	Megacorporation Name.
<Number 1-digit>	1-digit Number.
<Number 2-digit>	2-digit Number.
<Number 3-digit>	3-digit Number.
<Number 4-digit>	4-digit Number.
<Province>	Province name.
<Satellite>	Satellite Name.
<Star>	Star Name.
<Surname>	Personal Surname.
<World>	World Name.

Players can (and should) enhance the histories of their characters by creating the specific details of their lives. A well-crafted short statement about a character helps create focus and understand motivations.

Interrupting A Citizen's Life

Flux Interruption

- 5 **War.** The homeworld has been devastated by military operations.
- 4 **Natural Disaster.** The homeworld is suffering extensive natural disaster.
- 3 **Environmental Change.** The homeworld is experiencing extensive ecological change.
- 2 **Personal Disaster.** The Citizen has suffered a terrible personal loss.
- 1 **Personal Discontent.** The Citizen is discontent with his personal situation.
- 0 **Personal Mission.** The Citizen has a significant unfilled need.
- +1 **Flight.** The Citizen has witnessed events which prove dangerous to him.
- +2 **Exploration.** The Citizen has decided to abandon his current life
- +3 **Economic Disaster.** The homeworld is suffering from economic upheaval.
- +4 **Social Disgrace.** The Citizen has suffered a significant social embarrassment.
- +5 **Retirement.** The Citizen has fulfilled his personal responsibilities to society on his homeworld.

Research Topic

Flux Topic

- 5 A Preliminary Survey of the Literature of <Major>.
- 4 Aspects of the Elementary Philosophy of <Major>.
- 3 A Detailed Bibliography of <Major>.
- 2 The Impact of Data from <WorldName> on <Major>.
- 1 Toward an Alternate Basic Theory of <Major>.
- 0 The Effects of <Minor> on <Major>.
- +1 Refuting <Professor Name>'s Theory of <Major>.
- +2 Practical <Major> on <WorldName>.
- +3 <Major> and its Impact on the Universe Today.
- +4 Our Evolving Understanding of <Major>.
- +5 Disasters in the Application of <Major>.

Agent Mission

Flux Mission

- 5 To stop piracy.
- 4 To stop counterfeiting.
- 3 To root out bank fraud
- 2 To stop illegal cloning.
- 1 To suppress psionics.
- 0 To uncover corrupt officials and nobles.
- +1 To expose incompetence in the Navy.
- +2 To uncover fraud in the Scout Service.
- +3 To discover spies in the Bureaucracy.
- +4 To discover project secrets at <MegaCorp>.
- +5 To destroy the databanks at <World>.

Rogue Scheme

Flux Scheme

- 5 Promoting a foolproof project to terraform <World>.
- 4 Acquiring control of the major industry on <World>.
- 3 Hijacking the <World> Express.
- 2 Faking a Land Grant to the <World> Copper Mines.
- 1 Selling fake antique portraits of Nobles.
- 0 Selling a powerful but flawed starship armor formula.
- +1 Selling a plan to filter atmosphere taint from <World>.
- +2 Selling weapons in the conflict on <World>.
- +3 Selling battle-dead clones as labor sophontoids.
- +4 Selling war surplus parts repackaged as new.S
- +5 Enticing investors with a promise of nobility.

Rogue Masquerade

Flux Masquerade

- 5 Citizen with family ties to the nobility.
- 4 Scholar with secret research in Artificial Intelligence.
- 3 Entertainer who knows all the bog stars.
- 2 Craftman with access to thousands of masterpieces.
- 1 Scout with the coordinates of the Golden Worlds.
- 0 Spacer veteran of the <Star> anti-pirate campaign.
- +1 Soldier veteran war hero with an SEH.
- +2 Agent tracking down a Rogue on <World>.
- +3 Noble exiled unfairly.
- +4 Star Marine officer once bodyguard to the Emperor.
- +5 Functionary on vacation.





Secrets A

A Secret is some object or thing the character finds in his possession upon Mustering Out: it may be something in his files, or taken from the bottom of a drawer, or a memento. The significance of the object is controlled by the referee in the course of later events.

App 3a Secrets

Players can enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles can create the name of any intrigues in which they are involved.

- <World> World name.
- <Province> Province name.
- <Satellite> Satellite Name.
- <Star> Star Name.
- <Surname> Personal Surname.
- <Element> Chemical Element Name
- <Company> Company Name.
- <Writer> A talented Author.
- <Entertainer> A talented Entertainer.
- <Material> A construction or crafting material.
- <Language> A language.

Scholar

Flux	Description
-5	A reference to an unobtainable scholarly paper.
-4	A sample from a long-ago field expedition.
-3	A report on the biology of life on <World>.
-2	Chemical samples from <World>.
-1	The secret handwritten memoirs of Cleon I.
0	A detailed Anglic-<Language> vocabulary.
+1	The <World> Book of Wisdom.
+2	Detailed readings predicting flare timing for <Star>.
+3	A planetquake predictor.
+4	The secret location of the <World> Psionic Institute.
+5	Computer access codes for University of <World>.

Scout

Flux	Description
-5	Co-ordinates for a world beyond the frontier.
-4	The location of a First Empire advanced depot.
-3	A high quality communicator.
-2	Orbit details for a comet in the <Star> system.
-1	The suppressed report on the Disaster at <World>.
0	Location of a wrecked battleship.
+1	Location of a permanent storm on <World>.
+2	A technique that increases Power Plant output 20%.
+3	The only copy of a report on faulty Scout ship drives.
+4	Scout Service bulletin interdicting <Star> System.
+5	A simple device that disables Maneuver drives.

Entertainer

Flux	Description
-5	A previously unknown script by a famous playwright.
-4	A book banned by the Imperial bureaucracy.
-3	The fabled never-released epic video by <Writer>.
-2	Handwritten Ultimate Melody (some wrong notes?).
-1	The location of <Entertainer's> secret mansion.
0	Samples of a paint of intense color.
+1	Smell Artist <Name>'s private recipe book.
+2	Studio notes for the Image Artist <Name>.
+3	Samples of sound responsive paint.
+4	A subliminal influence projector.
+5	A detailed operations plan for a Touring Company.

Merchant

Flux	Description
-5	A blank certificate for <skill>
-4	Encryption key creation formulas for <Merchant>.
-3	A face image of a pirate from <Subsector>.
-2	A bearer bank account number on <World>
-1	A cargo shipment storage claim number.
0	A ship share certificate marked "Special".
+1	A clicker that seems to open every ship it visits.
+2	An image of <World> starport before its renovation.
+3	A wafer marked <Date> <World>
+4	Detailed plans for the <World> Starport.
+5	Confidential ship schedules for <Company>.

Craftsman

Flux	Description
-5	A key and a map.
-4	<Sourceworld> for an anti-corrosive finish.
-3	A list of Masterpieces in an Imperial warehouse.
-2	An Imperial Credit printed on ordinary paper.
-1	A finely crafted Target Rifle.
0	Packet of seeds marked "Fountain of Youth" Plant.
+1	An AAB Archive Access code.
+2	A detailed 4NA scan of a sophont species.
+3	The location of a grove of <material> trees.
+4	A wafer with knowledge to construct a Jump-6 drive.
+5	A sample of a super glue.

Spacer

Flux	Description
-5	A gun imager from a Zhodani fighter.
-4	A prototype hull breach patch.
-3	Precise performance specifications on Jump Drives.
-2	Secret bulletin on naval patrols in <Subsector>.
-1	A component stock number not in the central catalog.
0	Co-ordinates of a rogue world in deep space.
+1	Images of atrocities committed on <World>
+2	An Aslan warrior's personal dagger.
+3	A Vargr officer's uniform cap.
+4	A captured corsair banner.
+5	The navigation module from a Zhodani frigate.





Secrets 2

A Secret is some object or thing the character finds in his possession upon Mustering Out: it may be something in his files, or taken from the bottom of a drawer, or a memento. The significance of the object is controlled by the referee in the course of later events.

App 3b Secrets

Players should enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles should create the name of any intrigues in which they are involved.

<world>	World name.
<Gas Giant>	Gas Giant Name.
<Letters>	Any two or three alphabetic.
<Number 1-digit>	1-digit Number.
<Number 2-digit>	2-digit Number.
<Number 3-digit>	3-digit Number.
<Number 4-digit>	4-digit Number.
<Province>	Province name.
<Satellite>	Satellite Name.
<Star>	Star Name.
<Surname>	Personal Surname.
<World>	World Name.
<Element>	Chemical Element Name

Soldier

Flux	Description
-5	After Action Report for the <Battle>.
-4	Contingency plan for an invasion of <World>
-3	Strange Zhodani automatic pistol.
-2	An anti-matter artifact (in a magnetic capsule).
-1	Co-ordinates on an unexplored world.
0	The location of a fabled lost temple on <World>.
+1	A seawater-stained shirt flecked with gold.
+2	The co-ordinates of a ruined Tech-Z world.
+3	A strange surly self-aware computer.
+4	A chip with a programmable virus.
+5	A combat drug that restores Sanity.

Rogue

Flux	Description
-5	A Human DNA sample and personality scan.
-4	A subliminal effect image.
-3	Images of a secret Imperial starship.
-2	A marketing plan for a recreational fad.
-1	A 10,000 share certificate for a corporation.
0	A small rock with strange engraved markings.
+1	An antique bracelet dating from the Long Night.
+2	Fourteen copies of a real estate report on <World>.
+3	The master password to a data backup facility.
+4	The location of a secret Nuclear Weapons depot.
+5	Time and place co-ordinates several years from now.

Elite

Flux	Description
-5	A Marine dress dagger with a secret compartment.
-4	A "Secret"-stamped Fusion-Gun Specification Manual.
-3	A battle language dictionary.
-2	Evidence of battlefield atrocities.
-1	A controller for a Cutter.
0	Personnel directory of Star Marine Detachment 501.
+1	A wafer with Fighting-12.
+2	The location of an abandoned Rule of Man depot.
+3	AMAcP-13 Advanced Magnum Accelerator Pistol -13
+4	An unusual bio-scanner.
+5	A Zhodani combat banner.

Agent

Flux	Description
-5	A deck plan map of the Duke's yacht.
-4	Lock schematic for the vault at the Bank of <World>.
-3	The co-ordinates of a "graveyard of lost ships."
-2	A complete set of false identity papers.
-1	A J-Drive-crippling 4D virus.
0	A memo filled with account numbers.
+1	The script for a potential hit play.
+2	Blueprints for an experimental navigation system.
+3	The password to an account at the Bank of <World>.
+4	StdDGR-16 Standard Disposable Gauss Rifle -16
+5	A shipyard priority building code.

Noble

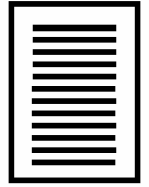
Flux	Description
-5	A dossier on the Baron of <World>.
-4	A false patent of nobility for the Baron of <World>.
-3	A high priority code for Army procurement.
-2	Plans for a starport upgrade at <World>.
-1	A formula for a potent chemical weapon.
0	An heirloom set of goblets from the First Imperium.
+1	A crudely drawn map labeled <World>.
+2	A detailed family tree for the Marquis of <World>.
+3	A 4D virus.
+4	A bio-sample marked <World> Anagathic?
+5	Sophont skull with tags marked <World> 430k years?

Citizen / Functionary

Flux	Description
-5	An approved real estate transaction form.
-4	The location of the Psionics Institute of <World>.
-3	A set of old 3D entertainment posters.
-2	A dress worn by the Empress.
-1	A data wafer with an encryption code scribbled on it.
0	Ownership documents for a company on <World>
+1	A set of rare early empire coins.
+2	An unidentified genetic profile.
+3	A claim tag for a locker at <World> Starport.
+4	A small stasis capsule.
+5	Misfiled ownership papers for property on <World>



Life Pursuits And Experience



Characters can designate specific areas of interest in their lives and improve them over time.

A **Life Pursuit** is a skill emphasis by a character: a statement that a specific skill has priority for that character. It may be the character's job, his hobby, or some other area of importance. A **Certificate** is a formal statement that a character can succeed at specific tasks. Together, these two concepts allow a character to improve his store of skills through Experience.

LIFE PURSUITS

Life Pursuits provide specific advantages in use of the related skills, and in acquiring experience.

Life Pursuit Defined

A Life Pursuit is a brief statement about a specific job or hobby or interest. It is defined with a Title, a Primary Skill, a Required Characteristic, a C+S, and (optional) Secondary Skills.

Life Pursuit

Descriptive Title
Characteristic. Skill. C+S=12.
Commentary.

Title. The Title of the Life Pursuit is stated as a job title or occupation. A few words of description may be included.

Primary Skill. The Primary Skill is the most appropriate skill, knowledge, or talent for the Life Pursuit.

Required Characteristic. A Required Characteristic is the characteristic most applicable to the use of the Primary Skill.

Secondary Skills. One or more Secondary Skills may be stated (but are not required).

For example,

Life Pursuit
Neurosurgeon Doctor in interstellar service.
Medical. Dexterity. C+S=12.

Life Pursuit
Competitive Weight Lifter.
Athlete. Strength. C+S=12.

A character with Medical and Dexterity can have this Life Pursuit if the sum of Medical and Dexterity is at least 12.

Required C+S

The required C+S for a character's first Life Pursuit is 12; enough to succeed at an Average task 100% of the time. The required C+S increases +1 in each additional Life Pursuit. A character's tenth Life Pursuit requires C+S= 21.

Only the Primary Skill value is used in C+S. Other skills can be stated but are not included in the calculation.

How Many Life Pursuits? A Life Pursuit expresses an important interest or ability for a character. While it is possible to have dozens of Life Pursuits, they do not then express important interests. Most characters should have 3 or 4 Life Pursuits.

For Reference. A player may ask about a particular Life Pursuit ("What's involved in being a Concert Pianist?"). The Game Master records a Life Pursuit and marks it "For Reference." Players can then decide if they want to use that Life Pursuit.

Life Pursuit (For Reference)
Concert Pianist
Dexterity. Music. C+S=12.
Primary Instrument = Piano.

A Hobby. An otherwise unqualified character may make one Life Pursuit his hobby even if he does not have the required C+S. It is labeled Hobby.

Life Pursuit (Hobby)
Concert Pianist
Dexterity. Music. C+S=12.
Primary Instrument = Piano.

Shifting Priorities

A Character can shuffle the priorities of his Life Pursuits from time to time.

The Value Of A Life Pursuit

Life Pursuits show the areas that a character cares about in his life. When a Life Pursuit skill is used, the character is allowed Mod +1.

The Experience Rules can only increase a skill, talent, or knowledge which has been designated a Life Pursuit.

CERTIFICATES

A **Certificate** is a formal statement that a character can succeed at specific tasks. Expressed in the format Certificate of <Skill>, it shows that the character has successfully passed an examination (in game time, under the direction of the Referee) in the Skill.

Certificates are the basis for employment decisions (many occupations state a Certificate requirement).

Certificates reflect documented competency in specific skills, talents, or knowledges. They are often requirements for employment.

Taking The Test

A character can take a certificate test by showing up at an appropriate testing center, paying the fee, and succeeding at the test task.

Testing Centers. Most large cities have testing centers (although there is rarely a centralized testing location). The

Trade skills are tested at Labor halls, the Sciences are tested at Universities, Military skills are tested at Army (or Mercenary) bases.

The Tests. The standard tests for Certificates specify the Skill being tested and its associated Characteristic (specified by the Referee).

Certificate Types

There are four types of certification:

Qualified. A **Qualified** individual has met the minimum requirements of a skill. He must show the ability to succeed at an Easy task. When a job or vocation states a skill-related job title, a character must generally be Qualified in order to be hired.

A character with a Qualified Certificate is a Novice.

To Show Skill for Qualified Certificate (Absolute 1 hr)
Easy (1D) < Characteristic + Skill

Competent. A **Competent** individual is qualified to perform many tasks within a skill. He must show the ability to succeed at a Difficult task.

To Show Skill for Competent Certificate (Absolute 1 hr)
Difficult (3D) < Characteristic + Skill

Experienced. An **Experienced** individual is qualified to perform most tasks within a skill. He must show the ability to succeed at a Formidable task.

To Show Skill for Experienced Certificate (Absolute 1 hr)
Formidable (4D) < Characteristic + Skill

Master. A **Master** individual is qualified to perform virtually all tasks within a skill. He must show the ability to succeed at a Staggering task.

To Show Skill for Experienced Certificate (Absolute 1 hr)
Staggering (5D) < Characteristic + Skill

Cautious. Since the "test" is probably time-limited, a character may not declare it Cautious.

Cramming. A character may study prior to the test (the goal is Easy Flux as a Mod). Thus, if a character has a C+S within 5 of the required value can benefit from cramming the night before the test.

To cram for a test
Difficult (3D) < Characteristic + Skill
Study materials required.
Success allows Easy Flux Mod on Certificate Test

Repeating Tests. Each subsequent test-taking requires a Mod -1 (the first retake = Mod -1; the second retake requires Mod -2). This process discourages characters from taking tests for which they are not qualified.

The Value Of A Certificate

Employment in standard career job descriptions requires an appropriate Certificate.

For example, in the hiring process, a prospective employer does NOT inquire, "What is your skill level in Astrogation?" Instead, he asks to see the character's Astrogation Certificate and evaluates it (Qualified, Competent, Experienced, or Master) and whether the potential employee on that basis.

For example, a player-character may be hiring an Astrogator for his Free Trader. The referee generates (or selects from a suitable list) a series of job candidates the player evaluates them. The reasonable procedure is to compare their Astrogation Certificates.

The potential problem is the unqualified fluke. A character can conceivably perform especially well on a high level test and qualify for Experienced or even Master with a relatively low skill level.

Record Certificates with the name of the skill and the proper label (for example, Astrogator- Qualified).

EXPERIENCE

Characters continue to improve their abilities throughout their lives. The Experience process is the mechanism for this improvement.

Assumptions. The expected standard is that a character will gain one skill a year through experience. Time is tracked for each character, and the character has a birthday.

The Process

In the course of play, after each session, the referee reviews the events and notes for each player the Life Pursuit Skill best used during the session. This may reflect some negotiation as the referee and players discuss what they feel was the best use for each player. This information is recorded.

Every year, on the character's birthday, the character reminisces about his activities over the past 365 days and reviews the Best Used skills. From this reminiscence and review, one skill will become obvious or prominent. The character receives an increase of +1 level in that prominent skill.

Alternatives. Substitute the last day of the calendar year for the character's birthday and review for all characters at one time.

Negative Experience

The passage of time reduces some aspects of a character's store of knowledge. At the same time that Experience is determined, apply the following negative Experience.

Every 4th year, reduce the character's World knowledges by -1.



The Character Card

The Character Card saves and stores the basic information a player needs to know about his character. A player should have a character card for each character in play.

Human Char Card

CHARACTER CARD				UPP					
Name				Str	Dex	End	Int	Edu	Soc
Breathes		Gender	Birthdate	Birthworld					
Service Experience				Homeworld					
Career Experience				Personal Equipment			Term01		
							Term02		
							Term03		
Characteristics (GP)		Senses		Skills			Term04		
SDEIES		VHST					Term05		
C1 Str		Energy	Vision String				Term06		
Str 2D		Vision	V-16-RGB				Term06		
C2 Dex Agi Gra		Vibration	Hearing String				Term07		
Dex 2D		Hearing	H-16-9382				Term08		
C3 End Sta Vig		Volatiles	Smell String				Term09		
End 2D		Smell	S-16-3						
C4 Int		Contact	Touch String						
Int 2D		Touch	T-16-3						
C5 Edu Tra Ins		Fields	Aware String						
Edu 2D		Aware							
C6 Soc Cha Cas		Auras	Percept String						
Soc 2D		Percept							

Human **Card NN**

CHARACTER CARD (BACK)				D NA=					
Sophont Descriptor				C1	C2	C3	C4	C5	C6
Education or Training		Physical Aging	Mental Aging						
		Overview							
		HBS-T-AN-LN-N							
		Symmetry							
		Bilateral							
		Head							
		Head-Brain-Senses							
Sound	Certifications	Torso						San	
G		Torso						Light	
F		Limbgroup1						D	
E		Arms with Hands						U	
D		Limbgroup2						S	
C		none						P	
B		Limbgroup3						B	
A		Legs						G	
<		Limbgroup4						R	
9		none						C	
<		Tail						A	
8		none						N	
<		Skeleton						I	
6		Bony Interior						F	
5		Skin	Fluids	Racial Scent				X	
4		Skin	Blood	HUM -					
				Organic					
				Int=		Ext=			

Human **Card NN**





The Character Card

The Character Card saves and stores the basic information a player needs to know about his character. A player should have a character card for each character in play.

Sophont Char Card

CHARACTER CARD				UPP		C1	C2	C3	C4	C5	C6
Name											
Breathes		Gender		Birthdate		Birthworld					
Service Experience						Homeworld					
Career Experience				Personal Equipment		Term01					
						Term02					
						Term03					
Characteristics (GP)		Senses		Skills		Term04					
C1 Str		Energy	Vision	String		Term05					
C2 Dex	Agi	Gra	Vibration	Hearing		Term06					
C3 End	Sta	Vig	Volatiles	Smell		Term06					
C4 Int			Contact	Touch		Term07					
C5 Edu	Tra	Ins	Fields	Aware		Term08					
C6 Soc	Cha	Cas	Auras	Percept		Term09					

Card NN

CHARACTER CARD (BACK)				DNA=		C1	C2	C3	C4	C5	C6
Sophont Descriptor											
Education or Training		Physical Aging		Mental Aging							
		Overview									
		Symmetry									
		Head				San					
Sound	Certifications	Torso				Light					
		Limbgroup1				D					
		Limbgroup2				U					
		Limbgroup3				S					
		Limbgroup4				P					
		Tail				B >					
		Skeleton		Racial Scent		G >					
		Skin		Fluids		R >					
				Organic		C					
				Int=		A					
				Ext=		N					
						I					
						F					
						X					

Sophont **Card NN**

